1 **Enchanted Armor**

Armor

Combat Tactic: If this combat ends in a slaughter, this unit wins instead.

Smithed in ancient forges and enchanted in sacred towers.

DD 16/25 Illus. Elizabeth Danforth

1 **Sword of Striking** +1

Weapon

A magic weapon of keen intelligence that guides its blade to the target.

DD 18/25 Illus. Elizabeth Danforth

4 **Azfang's Boyz** 4

3

3

Orc • Infantry

Combat Tactic Commit one of your other Orc units: This unit gets +3 strength.

Orcs are fearsome warriors who live only to fight!

DD 2/25 Illus. James Brady

4 **Azfang's Boyz** 4

3

3

Orc • Infantry

Combat Tactic Commit one of your other Orc units: This unit gets +3 strength.

Orcs are fearsome warriors who live only to fight!

DD 2/25 Illus. James Brady

3 **Ugbog's Big Rumbler** 2

3

2

Orc • Cavalry

Combat Tactic: This unit gets +3 strength. Only usable while attacking.

"Thrasher, crush - it's time to play."
-Ugbog

DD 6/25 Illus. Lissanne Lake

3 **Ugbog's Big Rumbler** 2

3

2

Orc • Cavalry

Combat Tactic: This unit gets +3 strength. Only usable while attacking.

"Thrasher, crush - it's time to play."
-Ugbog

DD 6/25 Illus. Lissanne Lake

2 **Gitnob's Gitz** 2

2

1

Orc • Infantry

Support Tactic Destroy this unit: Your unit gets +3 strength.

Goblins are cowardly and malicious, only willing to fight in large mobs.

DD 3/25 Illus. Paul Carrick

2 **Gitnob's Gitz** 2

2

1

Orc • Infantry

Support Tactic Destroy this unit: Your unit gets +3 strength.

Goblins are cowardly and malicious, only willing to fight in large mobs.

DD 3/25 Illus. Paul Carrick

5 **Urguck's Manglers** 5

4

4

Orc • Infantry

Support Tactic Discard a card: Your Orc unit gets +1 leadership.

The biggest, strongest orcs of all!

DD 7/25 Illus. Kari Christensen

5 | Urguck's Manglers | 5 | 4

4

Orc • Infantry

Support Tactic Discard a card: Your Orc unit gets +1 leadership.

The biggest, strongest orcs of all!

DD 7/25 Illus. Kari Christensen

4 | Morzog's Madmob | 5 | 5

2

Orc • Infantry

When you resolve combat, this unit gets -1 strength for each of its unspent tactic points.

Barbaric and fierce orcs from the jungles of the Southlands.

DD 5/25 Illus. James Brady

4 | Morzog's Madmob | 5 | 5

2

Orc • Infantry

When you resolve combat, this unit gets -1 strength for each of its unspent tactic points.

Barbaric and fierce orcs from the jungles of the Southlands.

DD 5/25 Illus. James Brady

4 | Azyrneth's Deathbringers | 4 | 3

3

Chaos • Infantry

Combat Tactic: This unit gets +4 strength vs. blocking units.

"They are my fiercest warriors, sweeping bloody death across the battlefield."
-Gherin Azyrneth

DD 1/25 Illus. Adrian Smith

4 | Azyrneth's Deathbringers | 4 | 3

3

Chaos • Infantry

Combat Tactic: This unit gets +4 strength vs. blocking units.

"They are my fiercest warriors, sweeping bloody death across the battlefield."
-Gherin Azyrneth

DD 1/25 Illus. Adrian Smith

7 | Gurt Bigfist | 10 | 1

3

Monster • Infantry

Victory: -8

"Break, smash, crush, kill; why's that greenskin lying still?"
-Giant battlecry

DD 4/25 Illus. Adrian Smith